Focus List

Administrator Focus

* 4 Skills from this list
  + Administer
  + Carouse
  + Converse
  + Diplomat
  + Etiquette
  + Handyman
  + History
  + Interrogate
  + Law
  + Persuade
  + Ride
  + Streetwise
  + Tactics
* 4 Perks
* 1 Title Perk representing a minor title or holding of some kind (no more than 100g/month income)

Faith Focus

* 4 Skills from this list
  + One-Hand & Shield
  + Spear & Shield
  + Ancient Lore
  + Diplomat
  + Etiquette
  + Herb Lore
  + Item Lore
  + Medic
  + Rune Lore
  + Theology
  + Jeweler
* 4 Perks
* Petitioner + 1 Patron

The Hunt

* 4 Skills from this list
  + Bow
  + Brawling
  + Thrown
  + Acrobat
  + Animal Lore
  + Climb
  + Handyman
  + Herb Lore
  + Medic
  + Navigate
  + Ride
  + Search
  + Sneak
  + Survive
  + Swim
  + Track
  + Traps
* 3 Perks
* +3 Hit Points

Learning

* 4 Skills from this list
  + Acting
  + Administer
  + Ancient Lore
  + Animal Lore
  + Etiquette
  + Handyman
  + Herb Lore
  + History
  + Item Lore
  + Law
  + Medic
  + Navigate
  + Rune Lore
  + Theology
  + Alchemist
  + Performer
* 6 Perks

Magic

* 2 Skills from this list
  + Spell
  + Staff
  + Ancient Lore
  + History
  + Item Lore
  + Meditate
  + Rune Lore
* 4 Perks
* 1 Rune

Subterfuge

* 6 Skills from this list
  + Bow
  + Dirty Fighting
  + Dual Wield
  + Thrown
  + Acrobat
  + Carouse
  + Climb
  + Converse
  + Disguise
  + Gamble
  + Interrogate
  + Locks
  + Persuade
  + Search
  + Sleight of Hand
  + Seduce
  + Sneak
  + Streetwise
  + Track
  + Traps
* 2 Perks
* +2 Hit Points

Tradesman

* 3 Skills from this list
  + Acting
  + Administer
  + Carouse
  + Gamble
  + Handyman
  + Law
  + Navigate
  + Trade
  + Alchemist
  + Armor Smith
  + Cook
  + Jeweler
  + Performer
  + Weapon Smith
  + Woodworker
* 4 Perks
* +1 Hit Point
* 1 Title Perk representing a small investment of some kind (no more than 100g/month income)

War Focus

* 4 Skills from this list
  + Bow
  + Brawling
  + Dirty Fighting
  + Dual Wield
  + Dueling
  + Great Weapon
  + One-Hand & Shield
  + Polearm
  + Spear & Shield
  + Thrown
  + Acrobatics
  + Carouse
  + Climb
  + Gamble
  + Interrogate
  + Medic
  + Navigate
  + Ride
  + Survive
  + Swim
  + Tactics
* 2 Perks
* +4 Hit Points